



# Drawing & Coloring Extra

V 1.1.1

Indie Studio

[www.indiestd.com](http://www.indiestd.com)

[www.assetstore.unity3d.com/en/#!/publisher/9268](http://www.assetstore.unity3d.com/en/#!/publisher/9268)

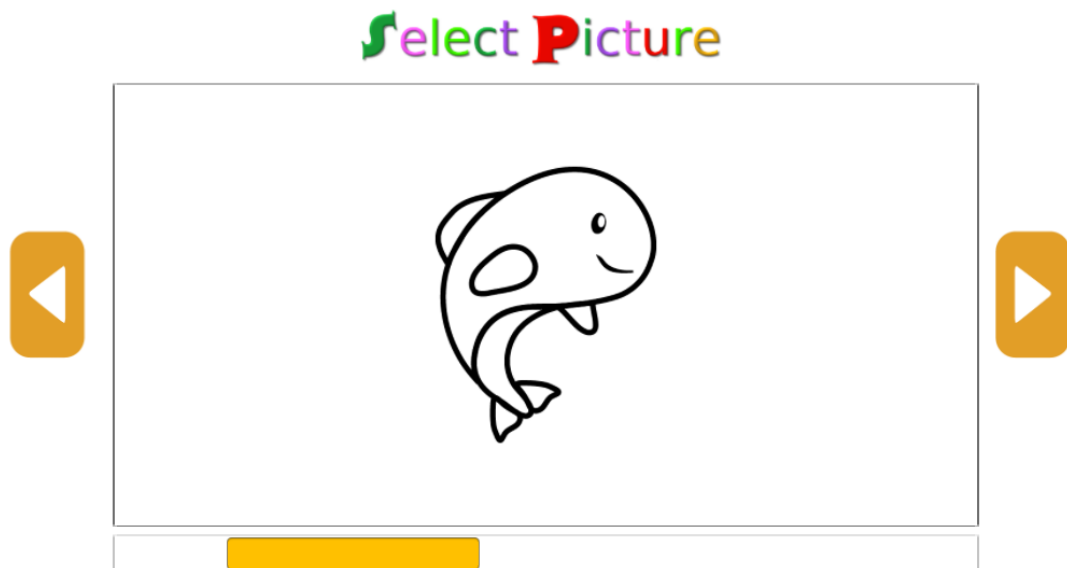
[info@indiestd.com](mailto:info@indiestd.com)

## Table of Contents

1.0	- Album Scene .....	3
2.0	- Game Scene .....	4
3.0	- Export Character Files .....	5
4.0	- Import Character Files to Unity.....	7
5.0	- Create Character Inside Unity.....	9
6.0	- Create Character Parts.....	12
7.0	- Add Character to Shapes Manager.....	14
8.0	- Drawing & Coloring Tools.....	15
9.0	- Drawing & Coloring Tool Contents.....	16
10.0	- Export /Print Screenshot for Web .....	17
11.0	- Trash Confirm Dialog.....	18
12.0	- Setup ADS Packages.....	19
13.1	- Setup Admob Advertisements.....	19
13.2	- Setup ChartBoost Advertisements .....	20
13.3	- Setup Unity Advertisements .....	23
13.0	- Advertisements Manager .....	25
14.0	- Reskin The Font.....	26
15.0	- More Details .....	27

## 1.0 -Album Scene

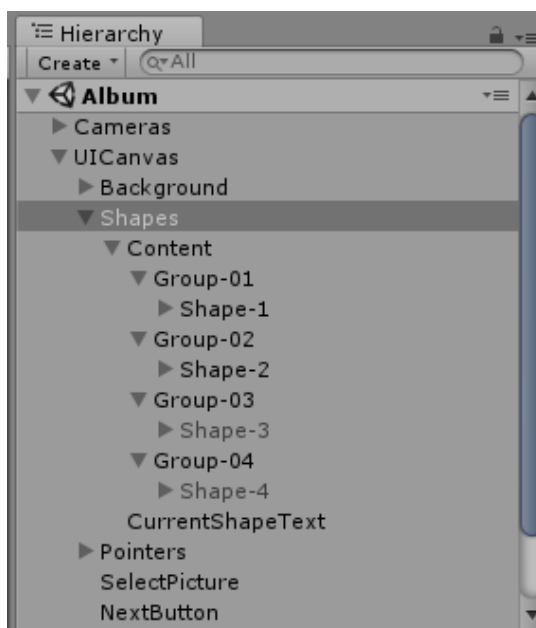
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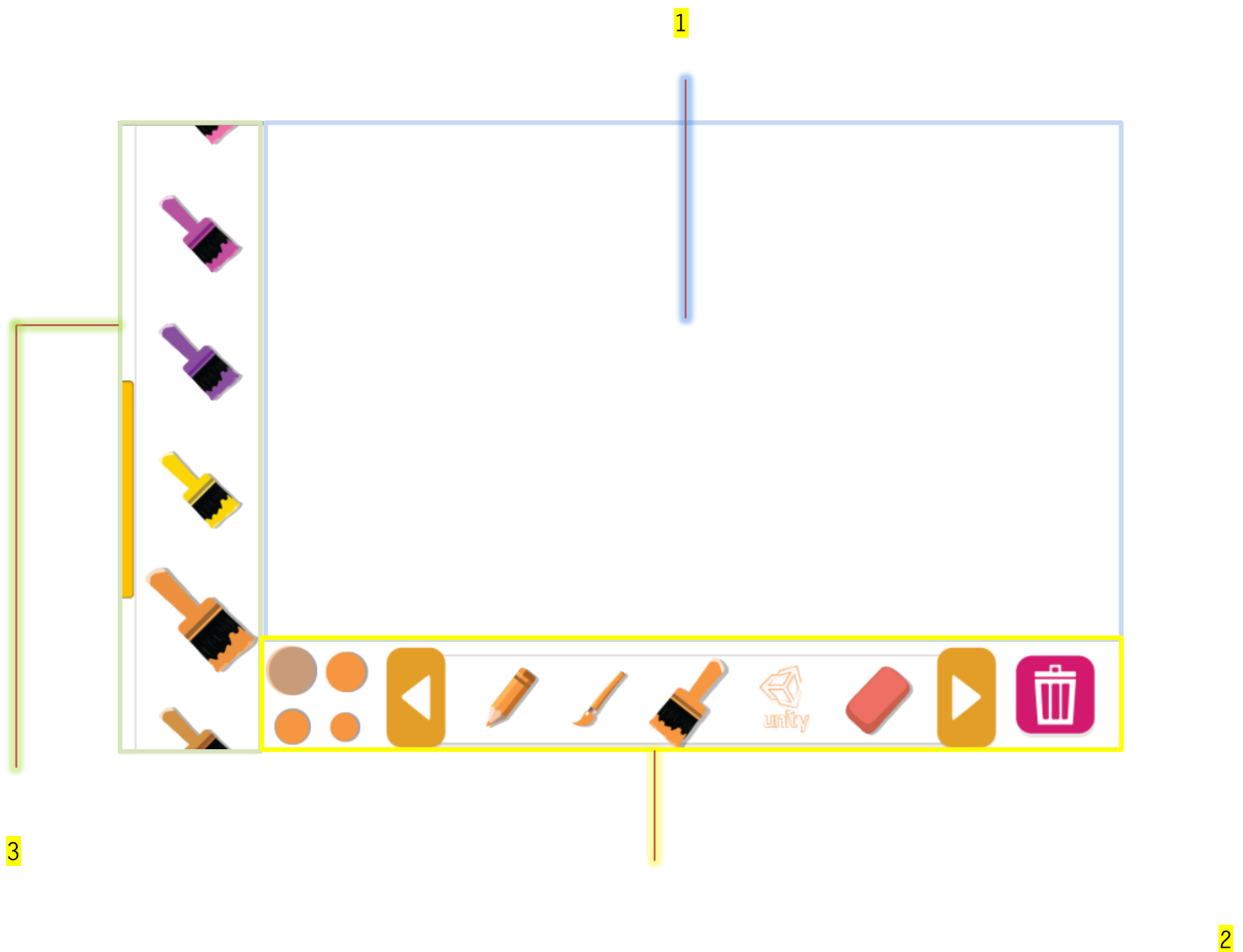
The Album scene contains the sliding characters to give the user the ability to select any character that he/she wants for Drawing and Coloring.

The shapes or characters will be generated automatically inside the Shapes Gameobject in groups.

Check the following figure:



## 2.0 - Game Scene



The Game scene is divided into three areas as the following :

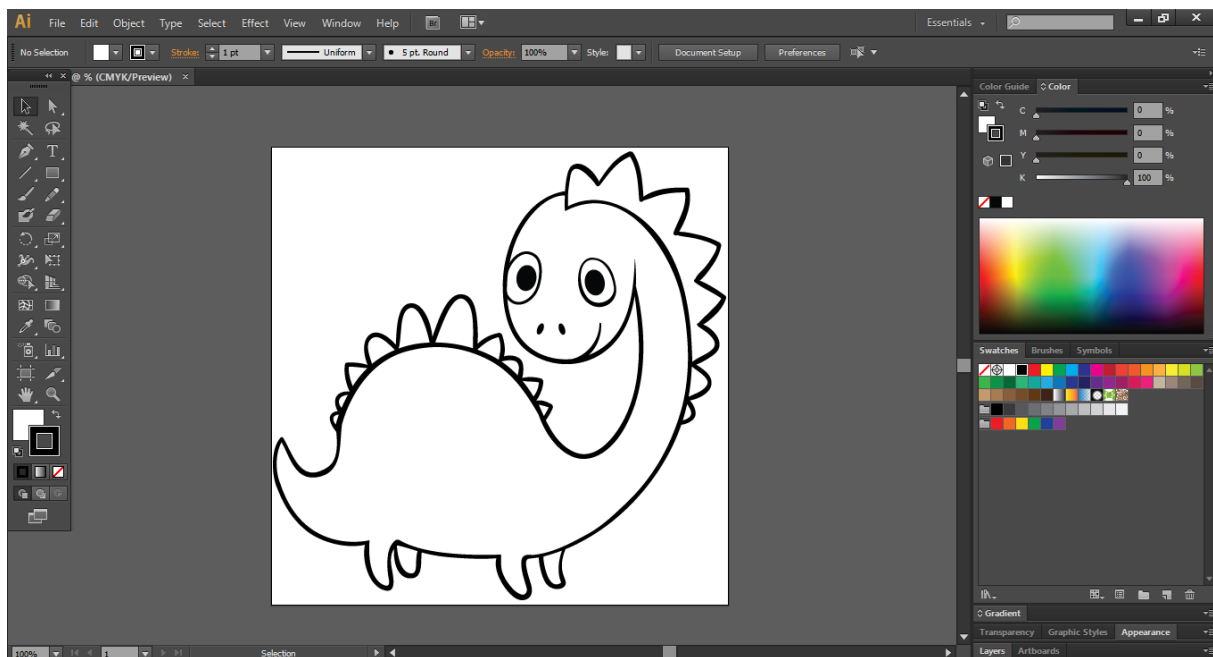
- 1** -> Draw Area : The area that you draw inside.
- 2** -> Bottom Panel : Contains the Tools Slider,Trash,Thickness Size,etc
- 3** -> Left Panel: Contains the Tool Contents Slider.

## 3.0 -Export Character Files

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We assume that you have designed your character using one of the design tools such as Adobe Illustrator, Photoshop,...etc.

In the following example the character is designed using Adobe Illustrator cs6.

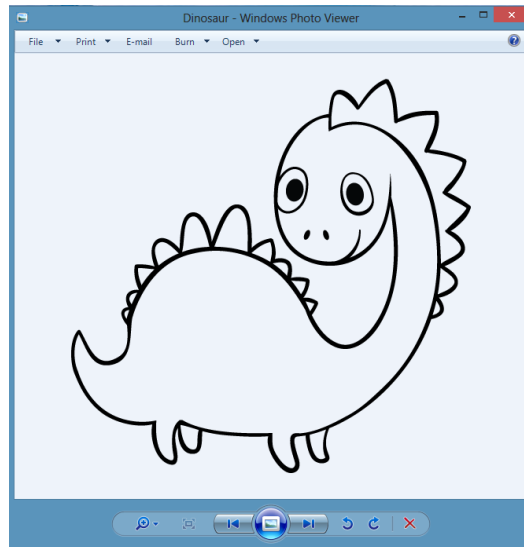


You need to export two files as png/jpeg/psd of 512 x 512px or 256 x 256px resolution if the shape/character is small.

Otherwise export the shape/character with the relevant resolution that you find.

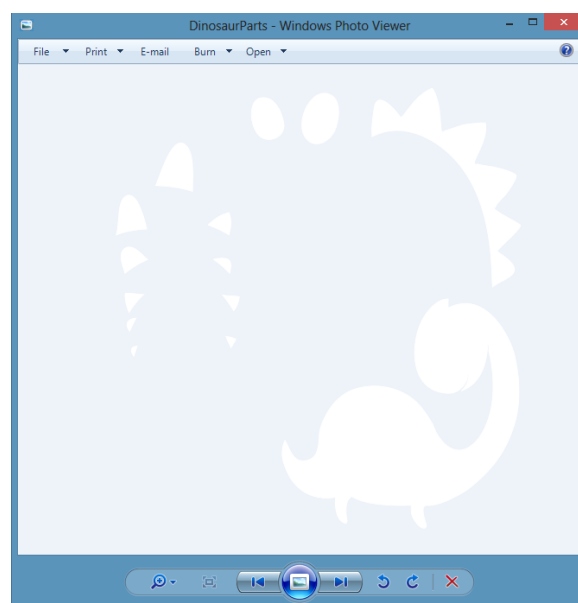
- 1) The first png file is the **Character Stroke** and it must be transparent image.

For the 'Dinosaur' example we export it as Dinosaur.png



- 2) The second png file is the **Character Parts** and it must be transparent image. Create this file if you want to use the **PaintCan filling Tool** with 'Dinosaur', otherwise don't.

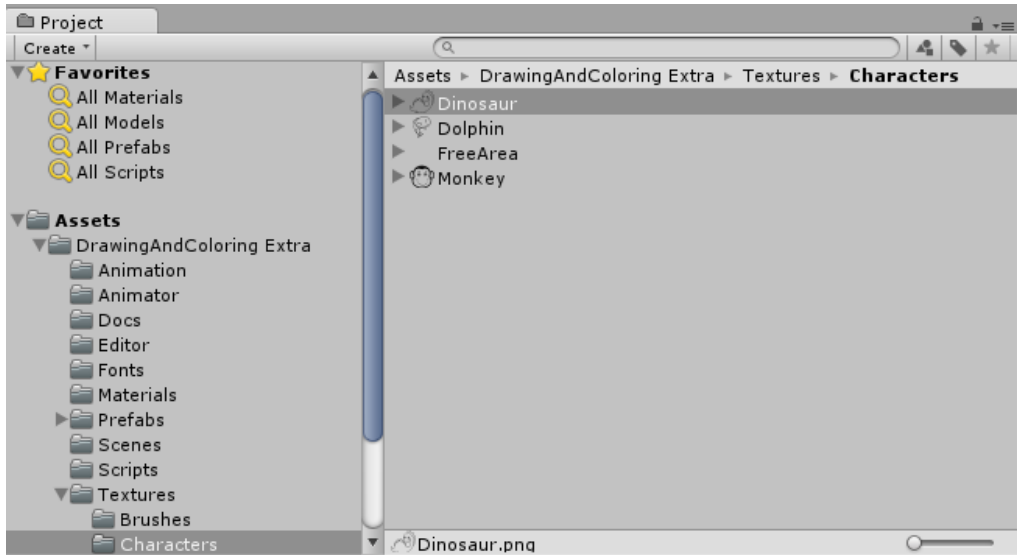
Export the Character Parts as 'DinasourParts.png' as the following figure :



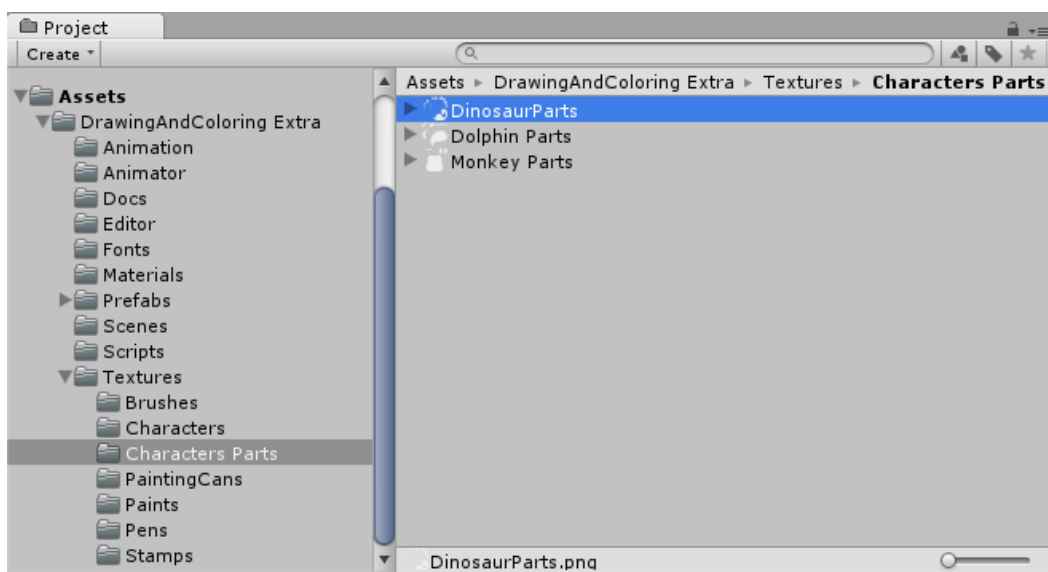
**Note:** make sure there are no collisions between the parts in the Atlas Image.

## 4.0 -Import Character files to Unity

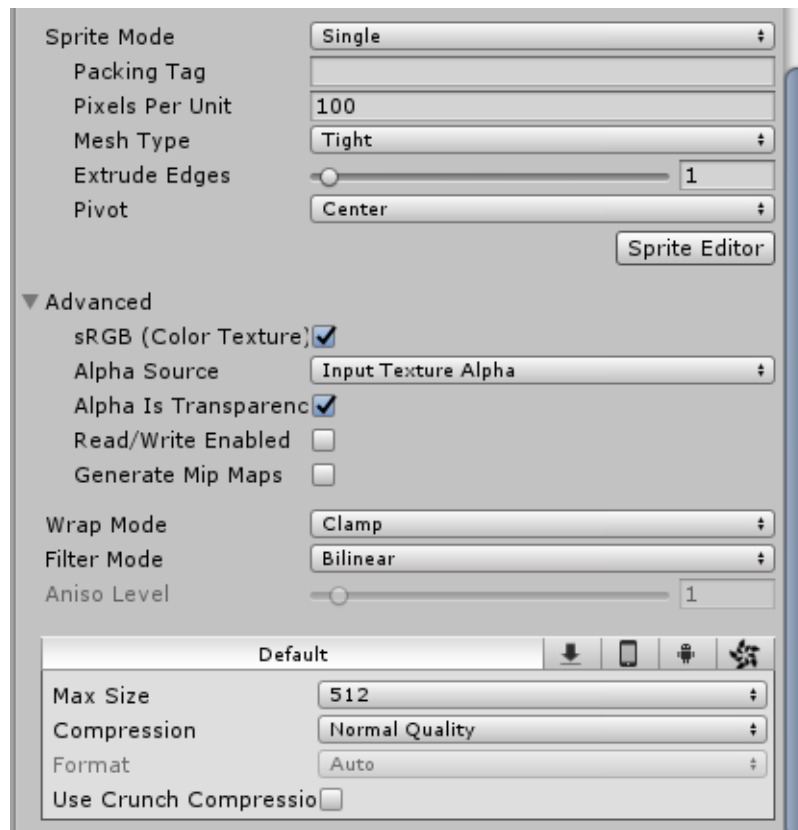
- 1) Drag and drop 'Dinosaur.png' to the **Characters folder** as the following figure :



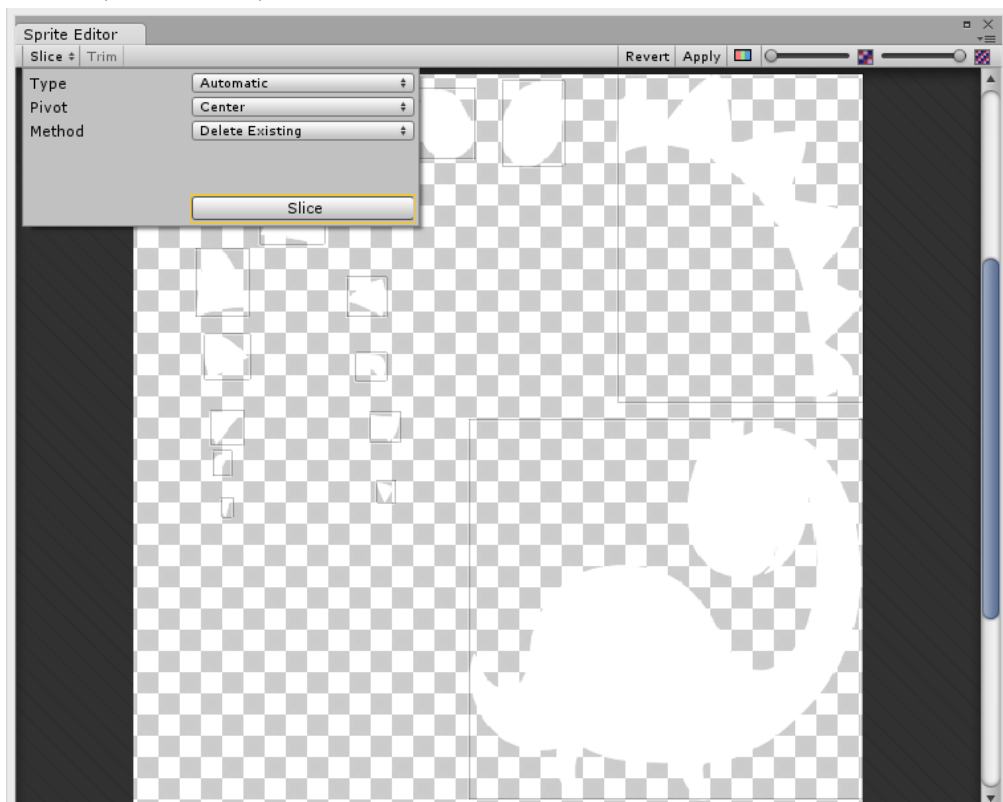
- 2) Drag and drop 'DinosaurParts.png' to the **Characters Parts folder** as the following figure :



- 3) From the Inspector settings change the Sprite Mode to Multiple and set the Max Size e.g to 512/256



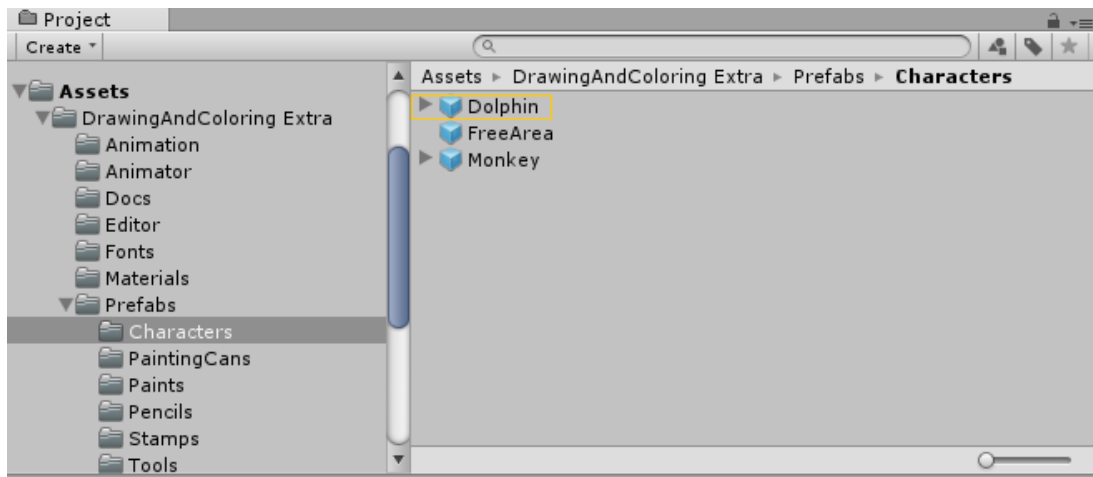
- 4) Click on **Sprite Editor** button to slice the CharacterParts into separate sprites as the following figure :



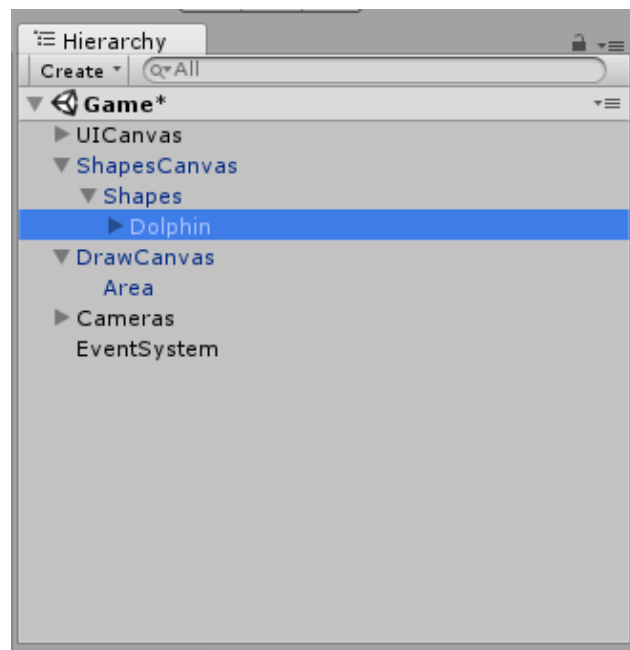


## 5.0 -Create Character inside Unity

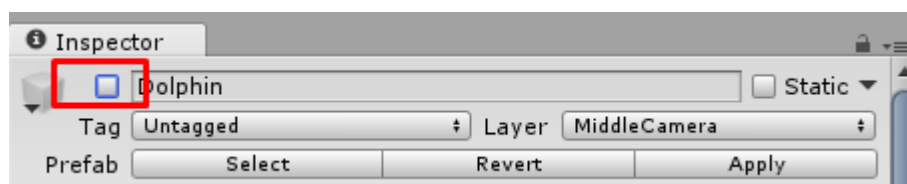
We want to use one of the **built-in** characters to create our character 'Dinosaur', for example we select the 'Dolphin'.



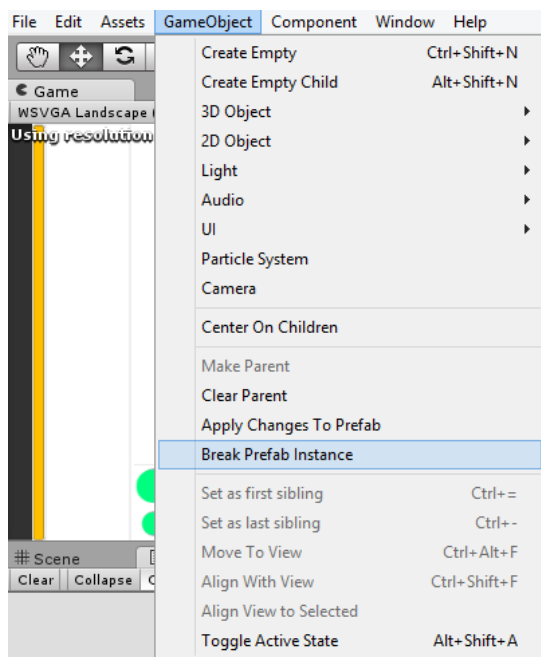
Drag and drop the 'Dolphin' prefab from **Prefabs/Characters** folder to **Shapes** Gameobject in the Game scene as the following figure:



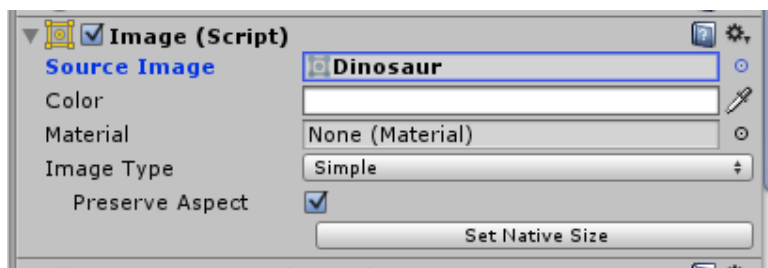
(Note : Enable the gameobject if it is disabled)



Break the prefab instance of 'Dolphin' from **GameObject->Break Prefab Instance** as the following figure :



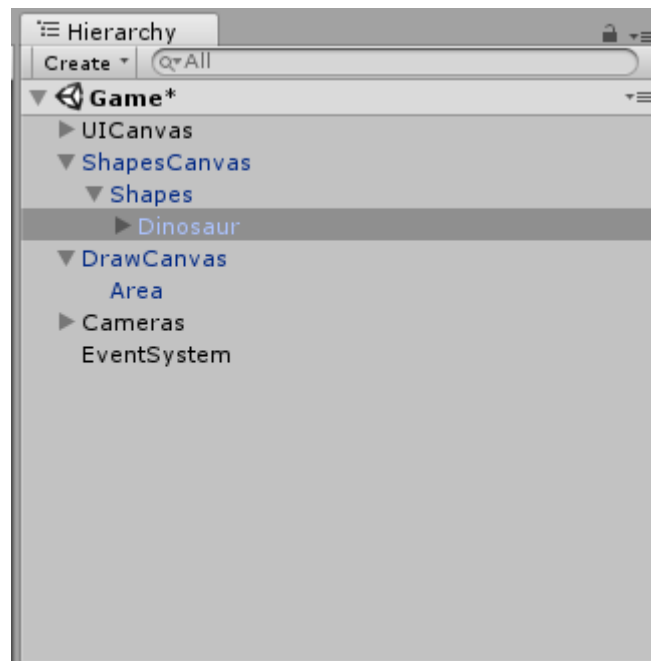
Now from the inspector settings change **Source Image** to Dinosaur as the following figure :



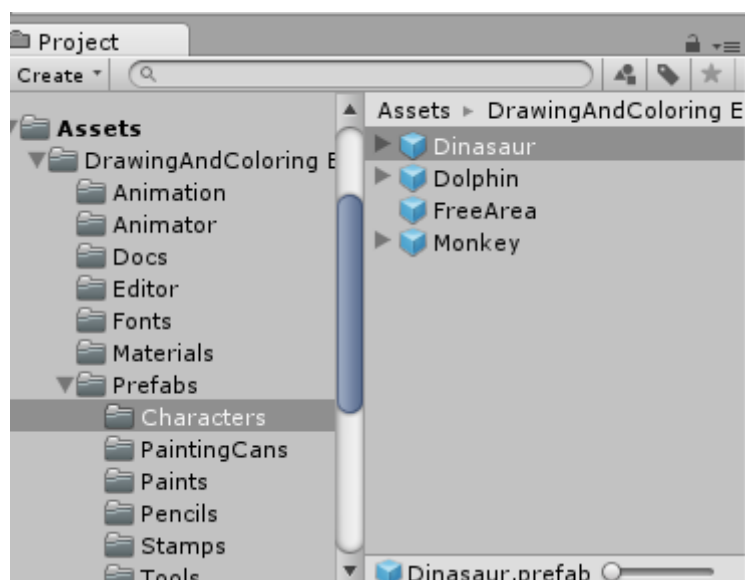
In the Game tab you must see the Dinosaur as the following figure :



Rename the 'Dolphin' Gameobject in Hierarchy to 'Dinosaur' as the following figure :



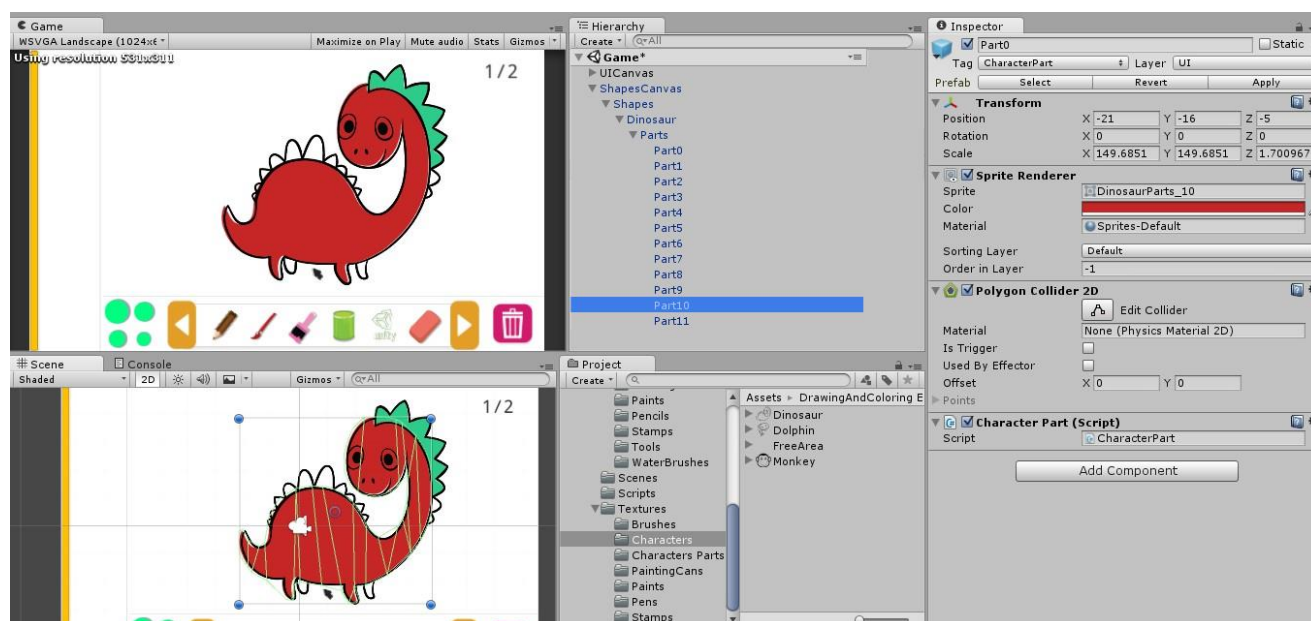
Drag and drop 'Dinosaur' Gameobject to prefabs folder and then remove it from the Hierarchy, Finally save the Scene (ctrl/cmd + s)



## 6.0 -Create Character Parts

Follow the instructions below if you want to use the Filling feature, otherwise remove the tool and Parts gameobject and ignore this section.

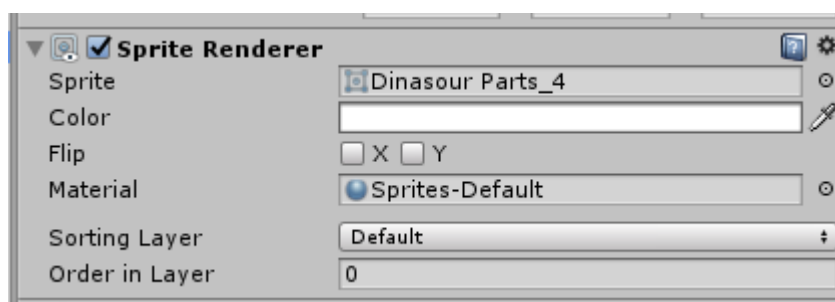
Create each part under Parts Gameobject as the following figure :



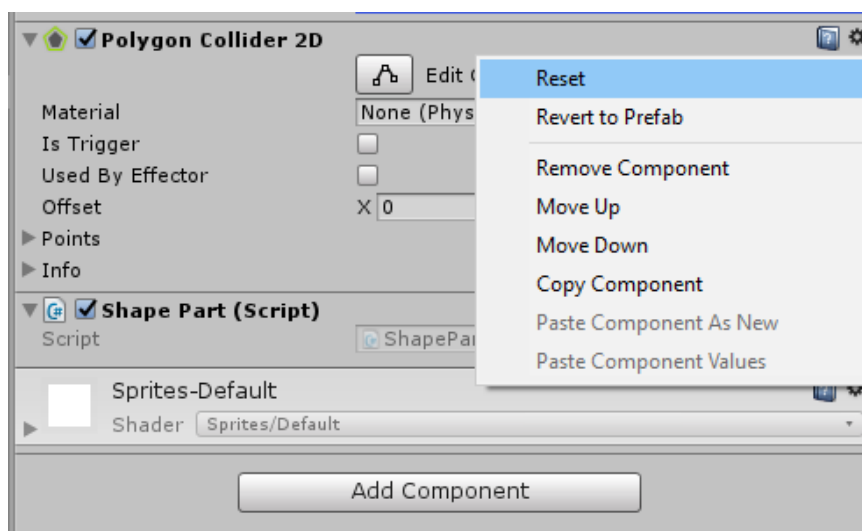
Quick Note :

In the above image we have colored the parts to see them. When you create the parts apply the white color from **Sprite Renderer** component on each instance.

- 1) Set the **sprite** for each Part and **Order in Layer** to 0 using **Sprite Renderer** Component

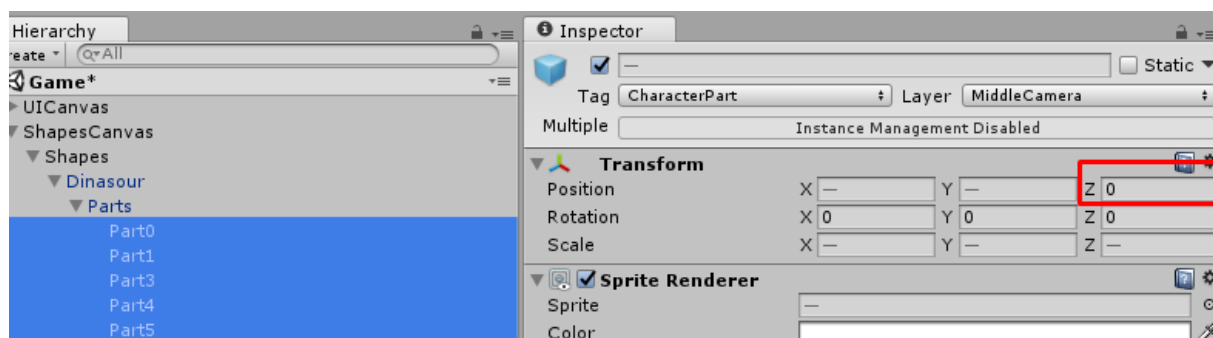


- 2) **Reset** the Polygon/Circle Collider 2D to fit the Part's Boundary (Edit the collider as you want)

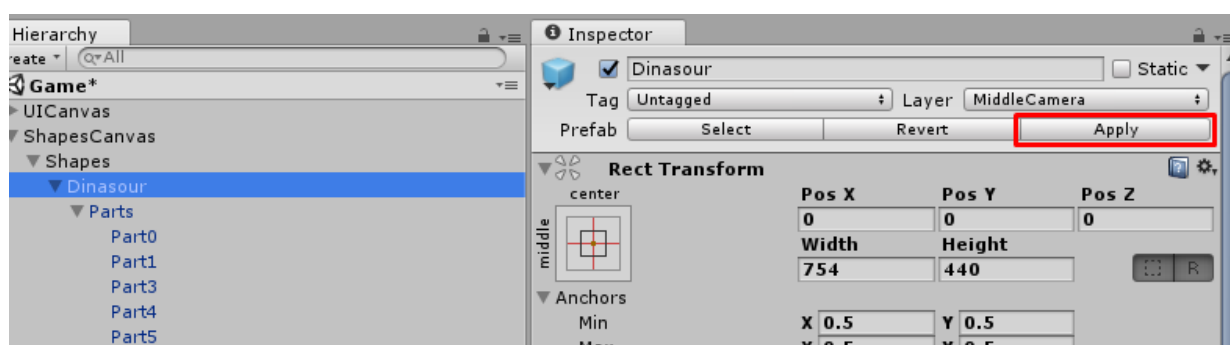


- 3) Make scale/translate/rotate using **Transform** component to set each part in the relevant location. You can use the unity Scene layout for easier transform operations, click on any part and hit W or E or R keyboard keys for translate, rotate, scale.

- 4) Set z-position to 0 for all parts

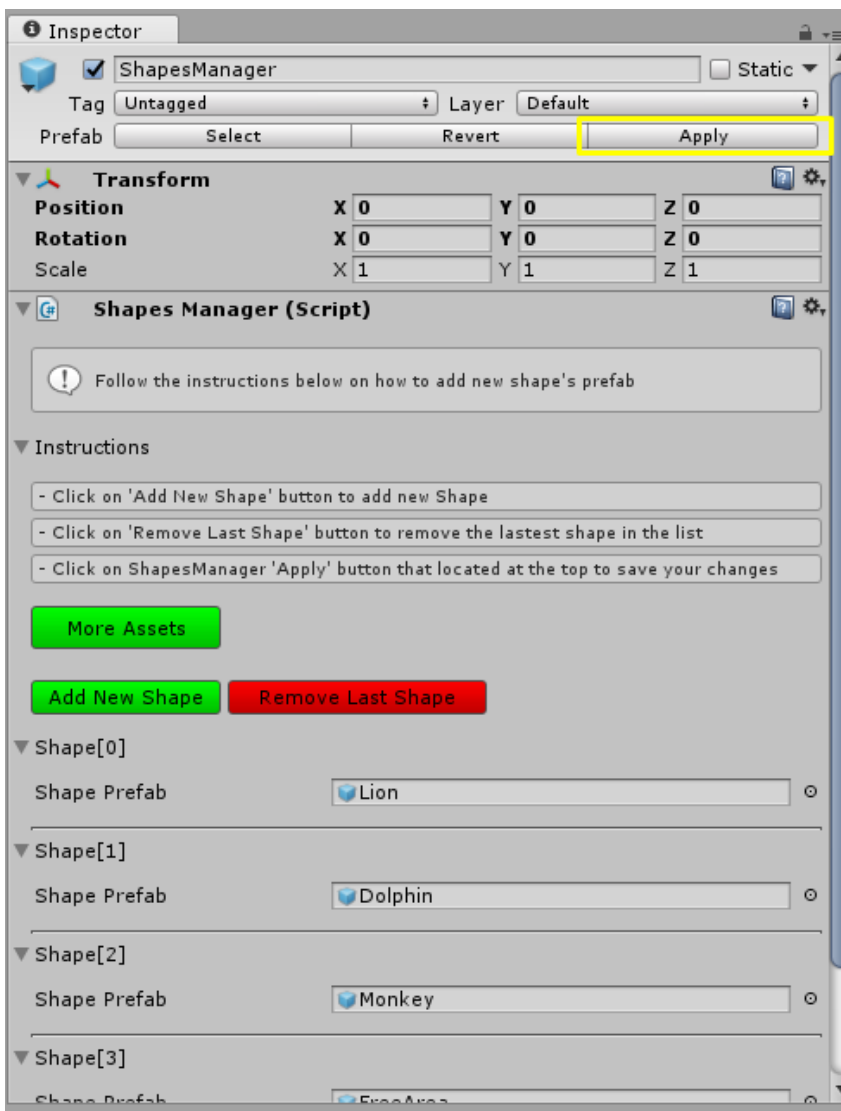
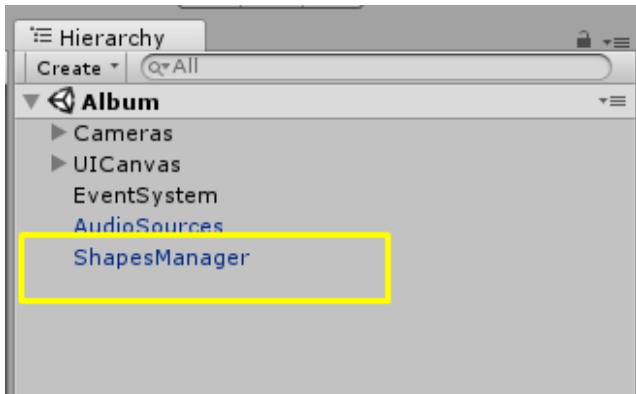


- 5) Click on **Apply** button to save the changes on 'Dinosaur' gameobject, delete character from Hierarchy and save the scene.



## 7.0 - Add Character to Shapes Manager

Shapes Manager contains the shapes/characters prefabs to create them in Albums and Game Scenes.



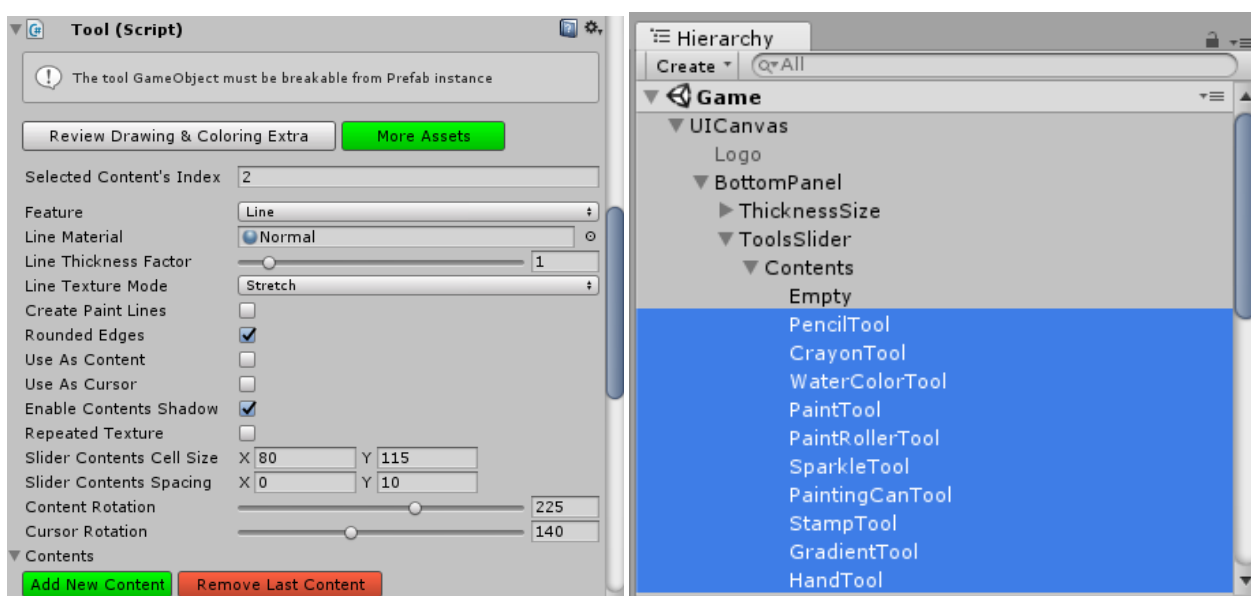
Click on Apply button and save the scene.

## 8.0 -Drawing & Coloring Tools



Each tool must be under **ToolsSlider** GameObject in the **Contents** child. You will find Tool.cs component attached on each tool, manage the attributes as you want.

Check the following figure:



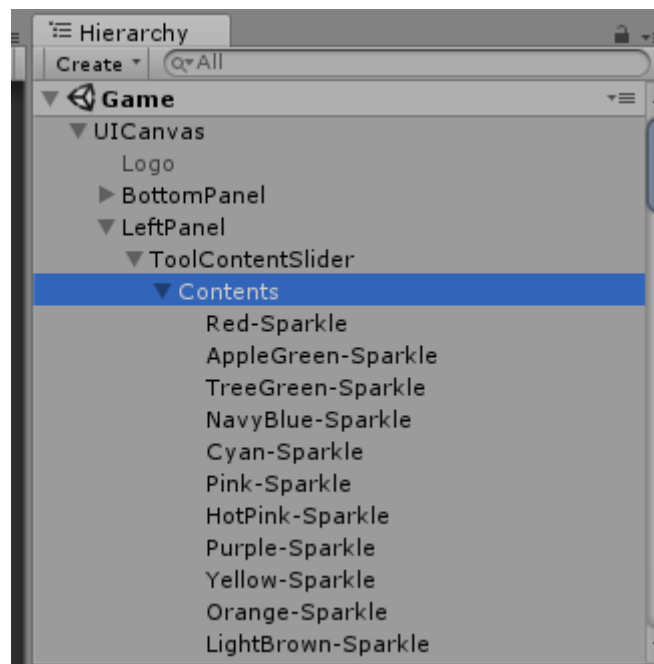
- You can change the size, rotation of the contents of the tool In the LeftSlider from the attributes in the Tool component.
- You can change the Cursor Rotation of the tool using the attribute in the Tool component.

## 9.0 -Drawing & Coloring Tool Contents

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The contents of the tool are instantiated in GameManager.cs using `InstantiateToolsContents ()` method, and displayed using `ShowCurrentToolContents()` method.





## 10.0 - Export/Print Screenshot for Web

After you generate new build for the web platform such as WebPlayer or WebGL

Copy the content of **Javascript.txt** file located in Assets/**WebPrint**

```

1 <script>
2 <!--
3   ///Developed by Indie Studio
4   ///https://www.assetstore.unity3d.com/en/#!/publisher/9268
5   ///www.indiestd.com
6   ///info@indiestd.com
7   -->
8   function PrintImage(base64,imageName) {
9
10      var printWindow = window.open("about:blank", " blank");
11      printWindow.document.write('<html><head><title>Drawing And Coloring Extra</title>');
12      printWindow.document.write('</head><body>');
13      printWindow.document.write('<a id ="download" href="data:image/png;base64,'+base64+' " download="'+imageName+'.png"></a>');
14      printWindow.document.write('

```

And paste it in the Main Html file that located in the Exported folder. Add the content before **</body>** tag, in our example the Main Html file named **Drawing And Coloring Extra.html** as the Following figure

```

33
34 <script>
35 <!--
36   ///Developed by Indie Games Studio
37   ///https://www.assetstore.unity3d.com/en/#!/publisher/9268
38   ///www.indiestd.com
39   ///info@indiestd.com
40   -->
41   function PrintImage(base64,imageName) {
42
43      var printWindow = window.open("about:blank", " blank");
44      printWindow.document.write('<html><head><title>Drawing And Coloring Extra</title>');
45      printWindow.document.write('</head><body>');
46      printWindow.document.write('<a id ="download" href="data:image/png;base64,'+base64+' " download="'+imageName+'.png"></a>');
47      printWindow.document.write('');
48      printWindow.document.write('</body></html>');
49
50      var script = document.createElement('script');
51      script.innerHTML = 'document.getElementById("download").click()';
52      printWindow.document.head.appendChild(script);
53
54      setTimeout(function() {
55          PrintDelay(printWindow)
56      }, 1000); //print window after 1 second
57
58
59      function PrintDelay(printWindow) {
60          printWindow.print();
61          printWindow.close();
62      }
63 </script>
64
65 </body>
66 </html>

```

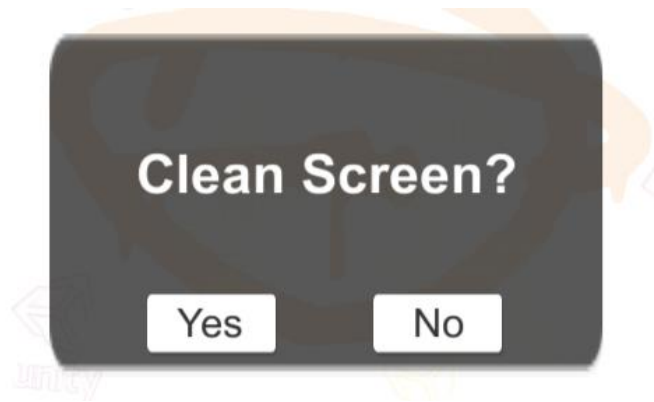
Before </body> tag

Save the file.

Congratulations, Print & Export features have been implemented Successfully.

## 11.0 - Trash Confirm Dialog

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### - Show Dialog

To show the Trash Confirm Dialog, you need to call the **Show()** Method which is in the ConfirmDialog script.

Example:

- GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().**Show** ();

### - Hide Dialog

To hide the Trash Confirm Dialog, you need to call the **Hide()** Method which is in the ConfirmDialog script.

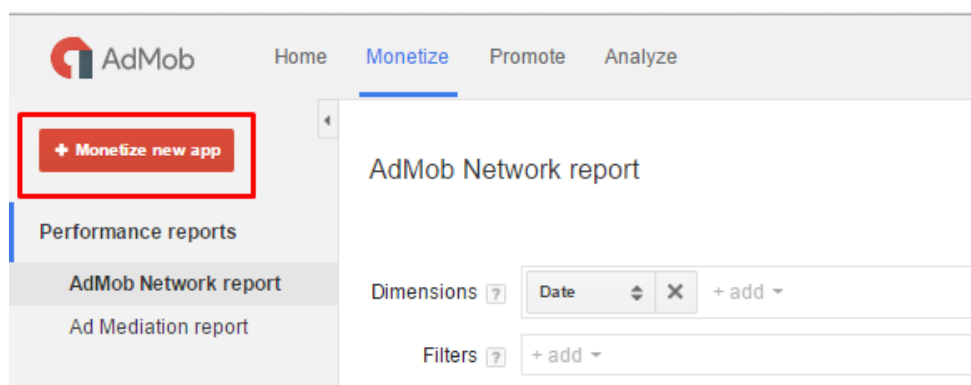
Example:

- GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().**hide** ();

## 12.0 - Setup ADS Packages

### 12.1 - Setup Admob Advertisements

1. Sign in to <https://apps.admob.com>
2. Select the Monetize tab and click on **Monetize new app**



3. Follow the steps to monetize a new app as the following figure

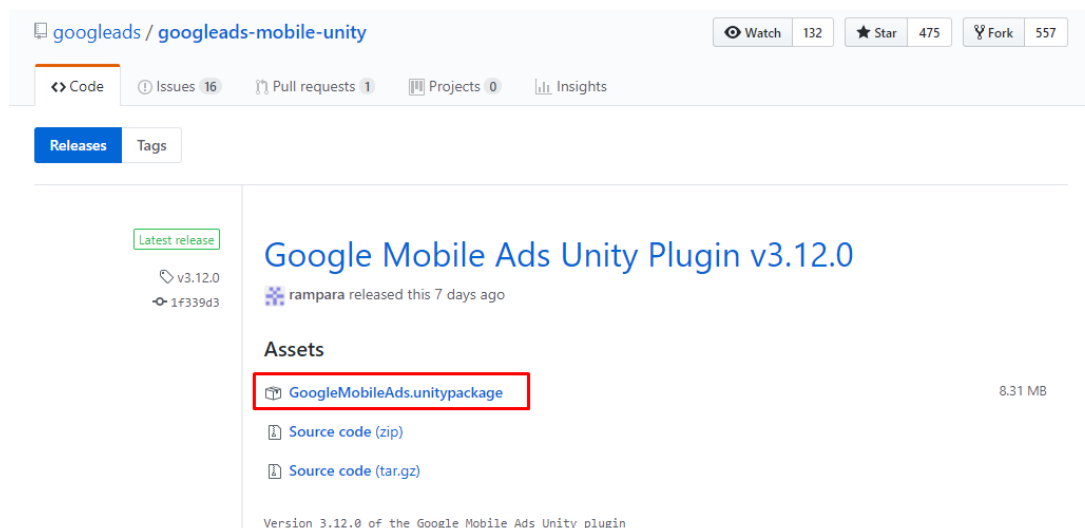
#### Monetize a new app

- 1 Select an app
 

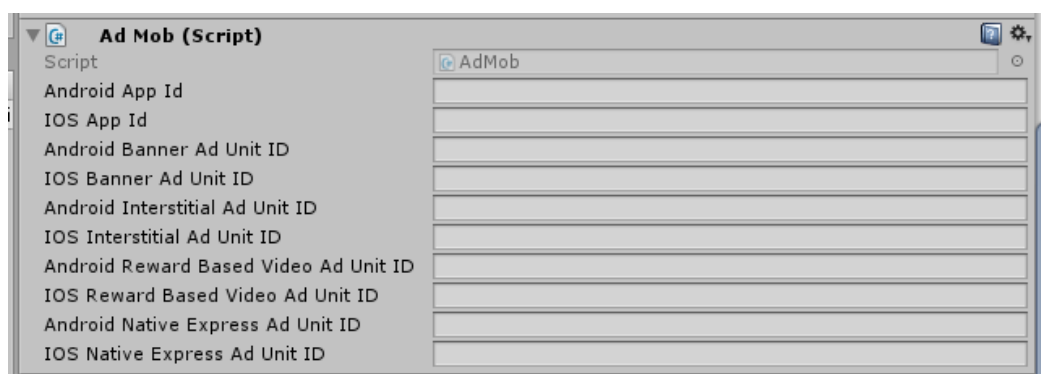
App name

Platform
- 2 Select ad format and name ad unit
- 3 View setup instructions

4. Add ad units as you want
5. Download Admob Package from the following link  
<https://github.com/googleads/googleads-mobile-unity/releases>



6. Import the package to your project from **Assets -> Import Package -> Custom Package.**
7. Insert the **App Id, Unit IDs** of the Banner/Interstitial in the **Admob Component** in the **AdsManager GameObject** in the **Album** scene and then click on **Apply** button to save your changes.

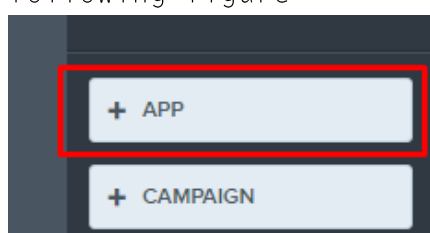


## 12.2 - Setup ChartBoost Advertisements

Login to <https://www.chartboost.com>

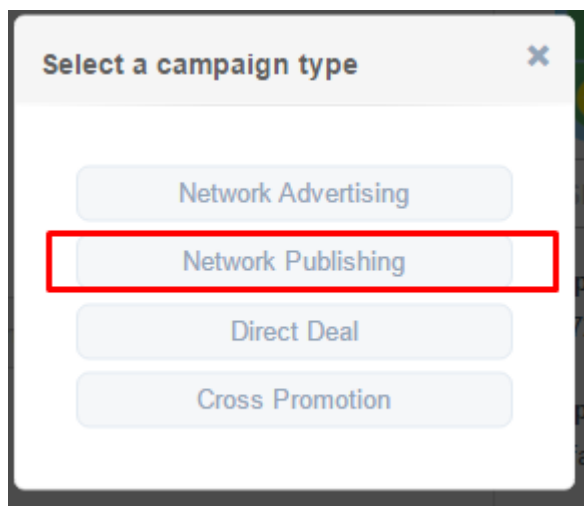
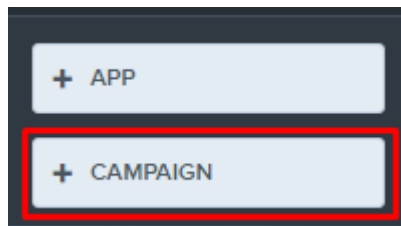


1. From the left sidebar at the bottom click on **+ APP** as the following figure



2. Fill the details of the app, and then **Save**

3. Create new Campaign



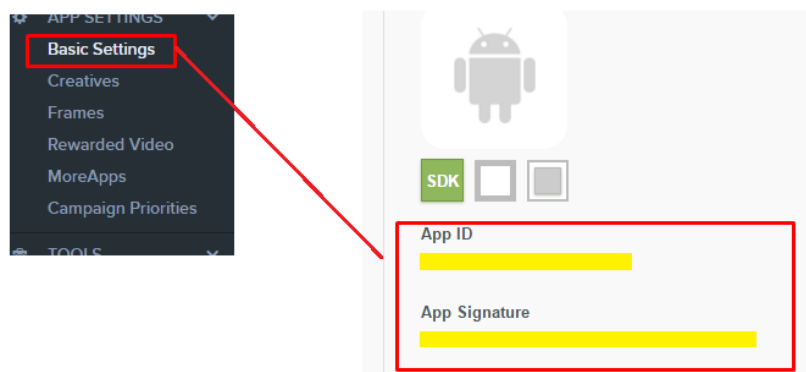
4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.

5. Download ChartBoost Package for Unity

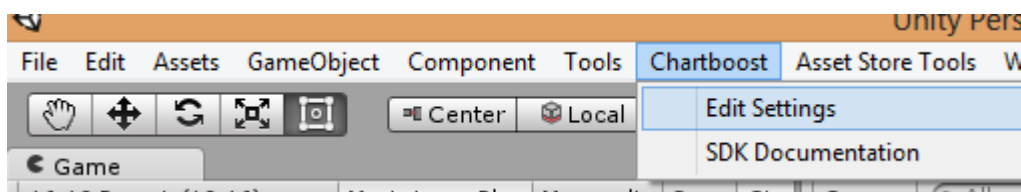
<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>

6. Import the package in the zipped file to your unity project.
7. Copy App ID & App Signature from APP Settings

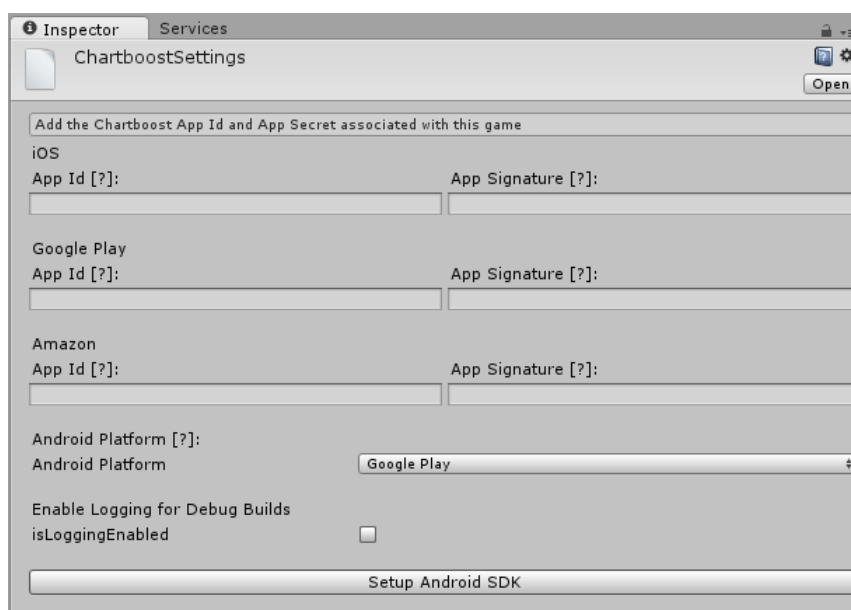
#### App Settings [Learn More](#)



8. From your unity project, select ChartBoost -> Edit Settings

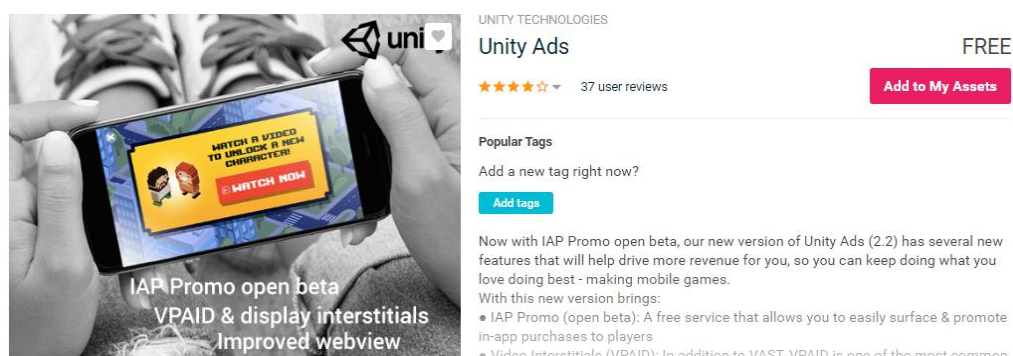


9. Paste App ID & App Signature in the ChartBoost Settings

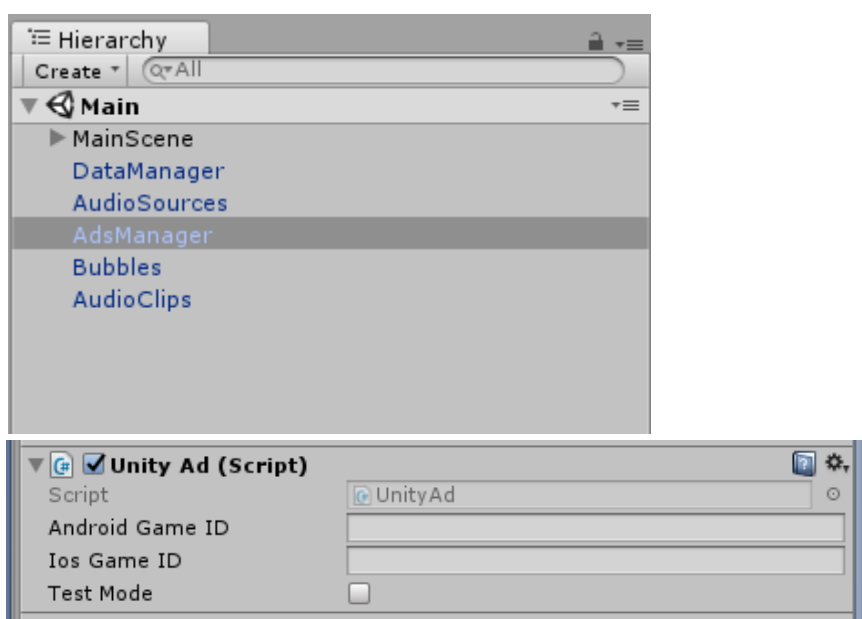


## 12.3 - Setup Unity Advertisements

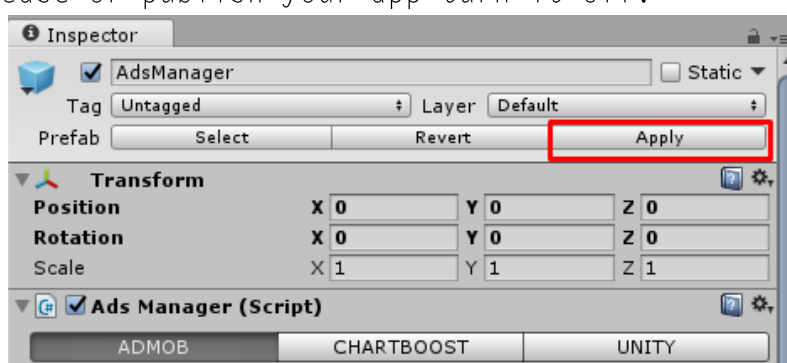
1. Download Unity Ads package from the unity asset store  
<https://assetstore.unity.com/packages/add-ons/services/unity-ads-66123>



2. Import the package to your project
3. Insert your Unity Android/iOS Game ID in the **UnityAd** Component in the **AdsManager** Gameobject, and then click on **Apply** button to save your changes.

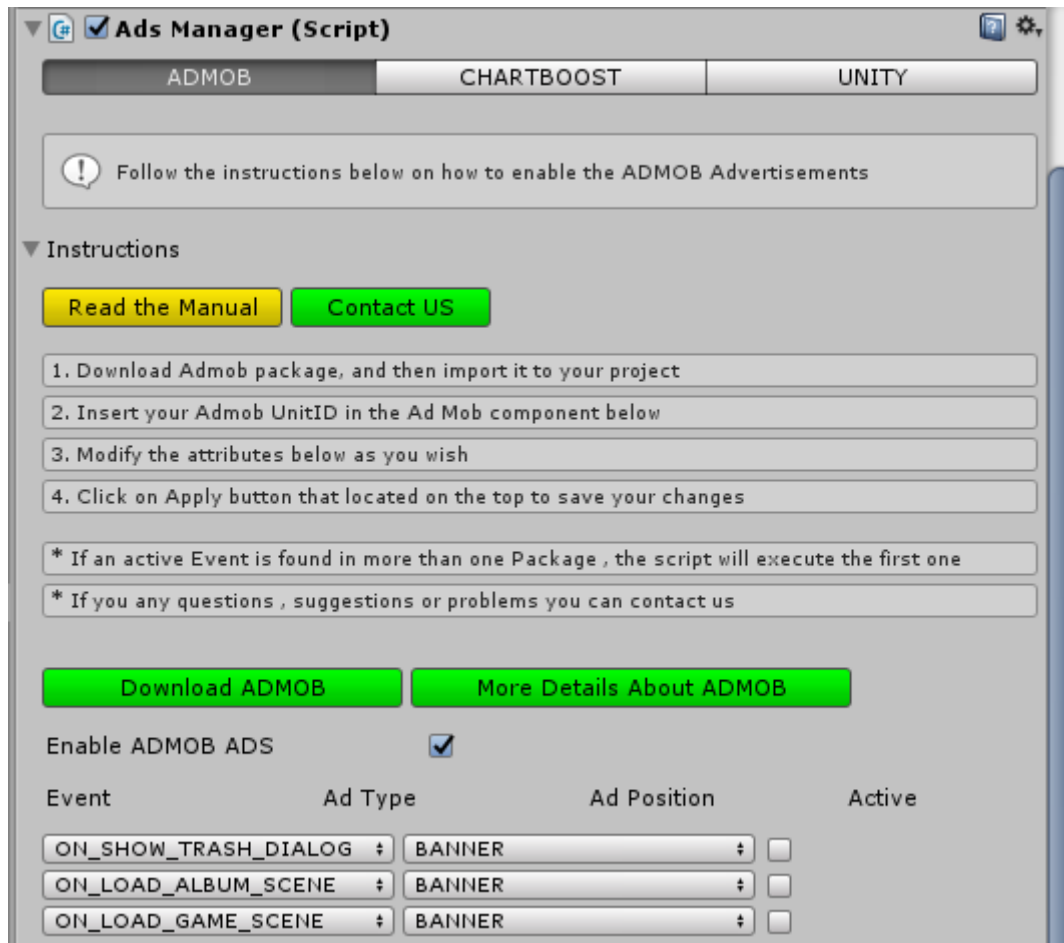


**Note:** To test the unity ads Enable **Test Mode**, once you want to release or publish your app turn it off.

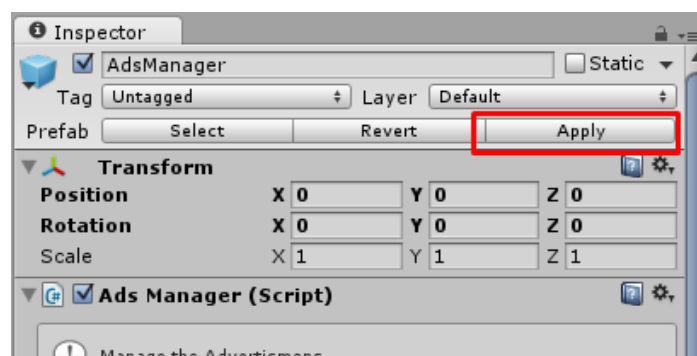


## 13.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob*, *ChartBoost*, *Unity ADS*), open the Album scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**



Click on **Apply** button to save your changes.



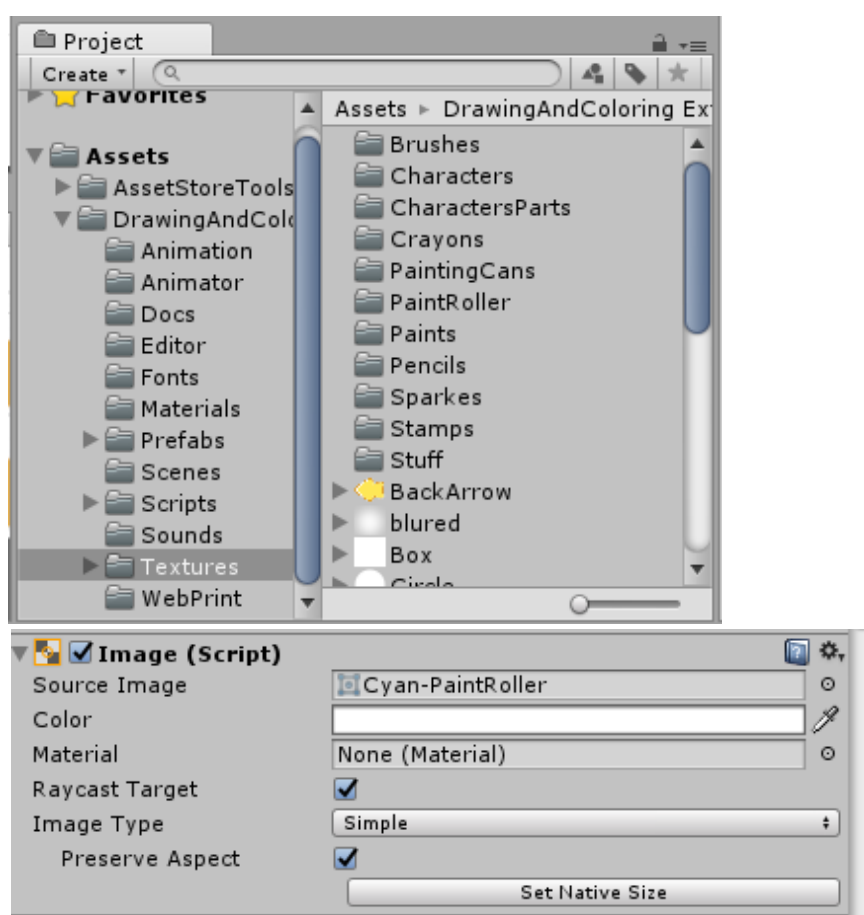


## 13.0 - How To Reskin

We recommend to reskin your package to make your app unique in the stores such as Google Play, App Store... etc. and to avoid any conflict with other users Apps who purchased it.

After you design new images replace them (the same name) in **Textures** folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.

You can also change the positions, scale of the UI elements inside each scene using RectTransform component.

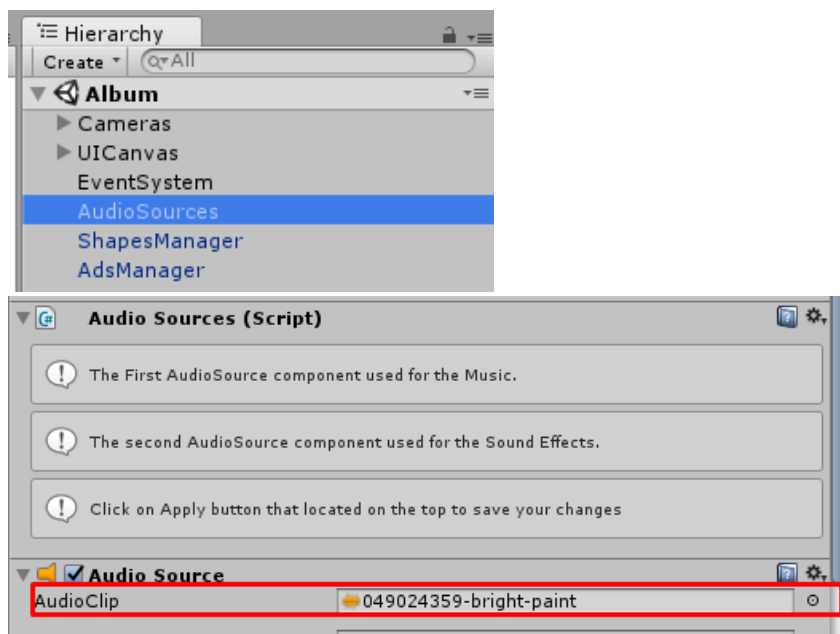


- To disable any gameobject in the Game scene try to disable its components such as Text, Image, Collider, Animator, Shadow...etc
- If you have any challenges or problems, you can contact us and we would be happy to help you in the reskin process.

## 14.0 - More Details

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- Use the first AudioSource component in the AudioSources GameObject in the Album Scene for the Background Music, and then click on **Apply** button to save your changes.



- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.
- Download Music  
<http://www.pond5.com/stock-music/49024359/bright-paint.html>
- For Gallery Screenshot plugin  
<https://www.assetstore.unity3d.com/en/#!/content/7827>

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

### Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺